WEST Search History

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DATE: Thursday, March 31, 2005

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		DB=PGPB,USPT,USOC; PLUR=YES; OP=ADJ	
☐	L15	L13	75
		DB=EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ	
☐	L14	L13	2
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ	
☐	L13	L8 and (loop or looping)	77
☐	L12	L8 and loop$	77
☐	L11	L8 and leaf node	12
☐	L10	L9 and leaf node	4
☐	L9	L8 and mapping	50
☐	L8	L2 and forward and backward	115
		DB=PGPB,USPT,USOC; PLUR=YES; OP=ADJ	
☐	L7	L6 and legacy	5
☐	L6	L1 and L2	59
		DB=EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ	
☐	L5	L4 and (legacy or enterprise)	1
☐	L4	L2	40
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ	
☐	L3	L2 and (open loop)	4
☐	L2	depth-first near (traversal or search or traverse)	697
☐	L1	(717/106 |717/107 |717/108 |717/109 |717/136 |717/137 |717/138 |717/139 |717/140 |717/141 |717/142 |717/143 |717/144 |717/145 |717/146 |717/147 |717/148 |717/149 |717/150 |717/151 |717/152 |717/153 |717/154 |717/155 |717/156 |717/157 |717/158 |717/159 |717/160 |717/161).ccls.	3719

END OF SEARCH HISTORY

Results for **"(depth first traversal<and> mapping<in>metadata)"**

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A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

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(depth first traversal<and> mapping<in>metadata)

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» **Key**

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Select **Article Information**

1. **Logic decomposition during technology mapping**
Lehman, E.; Watanabe, Y.; Grodstein, J.; Harkness, H.;
Computer-Aided Design of Integrated Circuits and Systems, IEEE Transactions on
Volume 16, Issue 8, Aug. 1997 Page(s):813 - 834
AbstractPlus | References | Full Text: PDF(584 KB) **IEEE JNL**

2. **Transistor level synthesis for static CMOS combinational circuits**
Liu, C.-P.L.; Abraham, J.A.;
VLSI, 1999. Proceedings. Ninth Great Lakes Symposium on
4-6 March 1999 Page(s):172 - 175
AbstractPlus | Full Text: PDF(116 KB) **IEEE CNF**

3. **Confetti: object-space point blending and splatting**
Pajarola, R.; Sainz, M.; Guidotti, P.;
Visualization and Computer Graphics, IEEE Transactions on
Volume 10, Issue 5, Sept.-Oct. 2004 Page(s):598 - 608
AbstractPlus | Full Text: PDF(1848 KB) **IEEE JNL**

4. **Accurate prediction of quality metrics for logic level designs targeted toward lookup-table-based FPG**
Min Xu; Kurdahi, F.J.;
Very Large Scale Integration (VLSI) Systems, IEEE Transactions on
Volume 7, Issue 4, Dec. 1999 Page(s):411 - 418
AbstractPlus | References | Full Text: PDF(228 KB) **IEEE JNL**

5. **Scalable wavelet coding for synthetic/natural hybrid images**
Sodagar, I.; Hung-Ju Lee; Hatrack, P.; Ya-Qin Zhang;
Circuits and Systems for Video Technology, IEEE Transactions on
Volume 9, Issue 2, March 1999 Page(s):244 - 254
AbstractPlus | References | Full Text: PDF(932 KB) **IEEE JNL**

6. **LURU: global-scope fpga technology mapping with content-addressable memories**
Lucas, J.M.; Hoare, R.; Kourtev, I.S.; Jones, A.K.;
Electronics, Circuits and Systems, 2004. ICECS 2004. Proceedings of the 2004 11th IEEE International Confe
Dec. 13-15, 2004 Page(s):599 - 602
AbstractPlus | Full Text: PDF(446 KB) **IEEE CNF**

7. **A cost model for estimating the performance of spatial joins using R-trees**

Yun-Wu Huang; Ning Jing; Rundensteiner, E.A.;
Scientific and Statistical Database Management, 1997. Proceedings., Ninth International Conference on
11-13 Aug. 1997 Page(s):30 - 38

AbstractPlus | Full Text: PDF(740 KB) **IEEE CNF**

8. **Implementing reusable object-oriented components**
Smaragdakis, Y.; Batory, D.;
Software Reuse, 1998. Proceedings. Fifth International Conference on
2-5 June 1998 Page(s):36 - 45

AbstractPlus | Full Text: PDF(44 KB) **IEEE CNF**

9. **An integrated flow for technology remapping and placement of sub-half-micron circuits**
Lou, J.; Salek, A.H.; Pedram, M.;
Design Automation Conference 1998. Proceedings of the ASP-DAC '98. Asia and South Pacific
10-13 Feb. 1998 Page(s):295 - 300

AbstractPlus | Full Text: PDF(772 KB) **IEEE CNF**

10. **Temporal-based procedure reordering for improved instruction cache performance**
Kalamationos, J.; Kaeli, D.R.;
High-Performance Computer Architecture, 1998. Proceedings., 1998 Fourth International Symposium on
1-4 Feb. 1998 Page(s):244 - 253

AbstractPlus | Full Text: PDF(908 KB) **IEEE CNF**

11. **Hierarchical constraint satisfaction for high-level dimensional inspection planning**
Spitz, S.N.; Requicha, A.A.G.;
Assembly and Task Planning, 1999. (ISATP '99) Proceedings of the 1999 IEEE International Symposium on
21-24 July 1999 Page(s):374 - 380

AbstractPlus | Full Text: PDF(568 KB) **IEEE CNF**

12. **Looking at the Web through XML glasses**
Sahuguet, A.; Azavant, F.;
Cooperative Information Systems, 1999. CoopIS '99. Proceedings. 1999 IFCIS International Conference on
2-4 Sept. 1999 Page(s):148 - 159

AbstractPlus | Full Text: PDF(160 KB) **IEEE CNF**

13. **Automatic component matching using forced simulation**
Roop, P.S.; Sowmya, A.; Ramesh, S.;
VLSI Design, 2000. Thirteenth International Conference on
3-7 Jan. 2000 Page(s):64 - 69

AbstractPlus | Full Text: PDF(100 KB) **IEEE CNF**

14. **Multi-robot collaboration for robust exploration**
Rekleitis, I.M.; Dudek, G.; Milios, E.E.;
Robotics and Automation, 2000. Proceedings. ICRA '00. IEEE International Conference on
Volume 4, 24-28 April 2000 Page(s):3164 - 3169 vol.4

AbstractPlus | Full Text: PDF(532 KB) **IEEE CNF**

15. **A heuristic algorithm for mapping communicating tasks on heterogeneous resources**
Taura, K.; Chien, A.;
Heterogeneous Computing Workshop, 2000. (HCW 2000) Proceedings. 9th
1 May 2000 Page(s):102 - 115

AbstractPlus | Full Text: PDF(240 KB) **IEEE CNF**

16. **Asynchronous resource management**
Vajracharya, S.; Chavarria-Miranda, D.G.;
Parallel and Distributed Processing Symposium., Proceedings 15th International
23-27 April 2001 Page(s):9 pp.

AbstractPlus | Full Text: PDF(216 KB) **IEEE CNF**

☐ **17. Compressing the property mapping of polygon meshes**
Isenburg, M.; Snoeyink, J.;
Computer Graphics and Applications, 2001. Proceedings. Ninth Pacific Conference on
16-18 Oct. 2001 Page(s):4 - 11

AbstractPlus | Full Text: PDF(1117 KB) **IEEE CNF**

☐ **18. Watermarking 2D vector maps in the mesh-spectral domain**
Ohbuchi, R.; Ueda, H.; Endoh, S.;
Shape Modeling International, 2003
12-15 May 2003 Page(s):216 - 225

AbstractPlus | Full Text: PDF(1572 KB) **IEEE CNF**

☐ **19. Efficient record linkage in large data sets**
Liang Jin; Chen Li; Mehrotra, S.;
Database Systems for Advanced Applications, 2003. (DASFAA 2003). Proceedings. Eighth International Conf
26-28 March 2003 Page(s):137 - 146

AbstractPlus | Full Text: PDF(494 KB) **IEEE CNF**

☐ **20. Gene ontology friendly biclustering of expression profiles**
Jinze Liu; Wei Wang; Jiong Yang;
Computational Systems Bioinformatics Conference, 2004. CSB 2004. Proceedings. 2004 IEEE
16-19 Aug. 2004 Page(s):436 - 447

AbstractPlus | Full Text: PDF(520 KB) **IEEE CNF**

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Edit an existing query or compose a new query in the Search Query Display.

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Thu, 31 Mar 2005, 4:13:24 PM EST

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Recent Search Queries

#1	(depth first <in>metadata) <and> (mapping<in>metadata) <and> (nest<in>metadata)
#2	depth first traversal
#3	(depth first traversal<and> mapping<IN>metadata)

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Web Results **1** - **10** of about **182** for **"depth first traversal" mapping loop nested open close**. (**0.33** seconds)

[PDF] OrientX : A Schema-based Native XML Database System
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... with file system to create, delete, **open** and **close** data files, ... is organized in a **depth-first traversal** manner. Natix [5] is a ...
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... **OPEN**, **CLOSE**, DATA. and statement functions must be transformed ... A **depth-first traversal** of each PDG from outputs back to inputs is made to build ...
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Handbook 2001
... Repetition, while **loop**, **Nested** loops, break and continue, their labelled forms, ... of functions such as create, delete, **open**, **close**, read, write, move. ...
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... tionally prohibitive to apply a **nested-loop** approach to use ... choose good keys to bring similar records **close**. ... (1) It is "**open**" to many **mapping** ...
www.ics.uci.edu/~chenli/pub/dasfaa03.pdf - Similar pages

[PS] Efficient Record Linkage in Large Data Sets Liang Jin, Chen Li ...
File Format: Adobe PostScript - View as Text
... Often it is computationally prohibitive to apply a **nested-loop** approach to usethe ... (1) It is "**open**" to many **mapping** functions (the first step) and ...
www.ics.uci.edu/~chenli/pub/dasfaa03.ps - Similar pages

Jordan's Masters -- SLIDE
... **Open** Inventor probably has a ready made primitive that does pretty **close** to ... in the world to prepare the scene graph for a **depth first traversal**. ...
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[DOC] What is computer science
File Format: Microsoft Word 2000 - View as HTML
... simple **loop** needed to **close** gap. public void remove (int index)throws ... iterator supporting **depth-first traversal** requires a stack. ...
www.student.cs.uwaterloo.ca/ ~cs134/Resources/Notes/cs134notes-3.doc - Similar pages

[PDF] An Object-Oriented Testing Framework Specified in Z Notation
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... class category, a state that contains **nested** states is ...
δ(start,**open**().deposite().withdraw().deposite().**close**()). = null - account.
Definition 1. ...
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... As Figure 2 illustrates, concept lattices have associated **nested** ... structure is **depth-first traversal**. Here, the presentation traverses ...
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... of **nested** if- and **loop**-constructs. The result is an easy to parse CPF file.
... B100-**OPEN**. R100-VERWERK. B200-**CLOSE**. R200-TITULATUUR. R400-VOORLT ...
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Result Page: 1 2 3 4 5 6 7 8 9 10 **Next**

"depth first traversal" mapping loop Search

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Frontier **Open** Sourcing. So I ask myself, as someone who might be interested in developing the product, what d
sue has not been worked out. ... be **open** source in ... **close** to at least a prototype of the Iron Lute file output for
epth-first traversal ...
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be done in one **loop**, but I am trying to ... We then setup a **loop** to search for the end ... We then setup a **loop** t
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olunteered to set up a mailing list to serve as a platform for these technical discussions. This list is now active. ..
verse **mapping** features. It's yielded some ... to emulate a recursive **depth-first traversal**, and a queue ...
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Results Page:
1 2 3 4 5 ▶ **Next**

Terms used **depth first traversal loop close open mapping** Found **24** of **151,219**

Sort results by: relevance

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Results 1 - 20 of 24 Result page: **1** 2 next

Relevance scale ☐▬▬■■

1 Index-driven similarity search in metric spaces

Gisli R. Hjaltason, Hanan Samet

December 2003 **ACM Transactions on Database Systems (TODS)**, Volume 28 Issue 4

Full text available: pdf(650.64 KB) Additional Information: full citation, abstract, references, index terms

Similarity search is a very important operation in multimedia databases and other database applications involving complex objects, and involves finding objects in a data set *S* similar to a query object *q*, based on some similarity measure. In this article, we focus on methods for similarity search that make the general assumption that similarity is represented with a distance metric *d*. Existing methods for handling similarity search in this setting typically fall into one of ...

Keywords: Hiearchical metric data structures, distance-based indexing, nearest neighbor queries, range queries, ranking, similarity searching

2 Typing and querying XML documents: some complexity bounds

Luc Segoufin

June 2003 **Proceedings of the twenty-second ACM SIGMOD-SIGACT-SIGART symposium on Principles of database systems**

Full text available: pdf(246.23 KB) Additional Information: full citation, abstract, references, citings, index terms

We study the complexity bound of validating XML documents, viewed as labeled unranked ordered trees, against various typing systems like DTDs, XML schemas, tree automata ... We also consider query evaluation complexities for various fragments of XPath. For both problems, validation and query evaluation, we consider data and combined complexity bounds.

3 Parallel execution of prolog programs: a survey

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo

July 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 4

Full text available: pdf(1.95 MB) Additional Information: full citation, abstract, references, citings, index terms

Since the early days of logic programming, researchers in the field realized the potential for exploitation of parallelism present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and their referential transparency, among other

characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programming frequently involve irregular computatio ...

Keywords: Automatic parallelization, constraint programming, logic programming, parallelism, prolog

4 Geometric compression through topological surgery

Gabriel Taubin, Jarek Rossignac

April 1998 **ACM Transactions on Graphics (TOG)**, Volume 17 Issue 2

Full text available: pdf(8.98 MB) Additional Information: full citation, abstract, references, citings, index terms

The abundance and importance of complex 3-D data bases in major industry segments, the affordability of interactive 3-D rendering for office and consumer use, and the exploitation of the Internet to distribute and share 3-D data have intensified the need for an effective 3-D geometric compression technique that would significantly reduce the time required to transmit 3-D models over digital communication channels, and the amount of memory or disk space required to store the models. Because ...

Keywords: 3D mesh compression, VRML, geometry compression

5 Deterministic generators and games for Ltl fragments

Rajeev Alur, Salvatore La Torre

January 2004 **ACM Transactions on Computational Logic (TOCL)**, Volume 5 Issue 1

Full text available: pdf(208.28 KB) Additional Information: full citation, abstract, references, index terms

Deciding infinite two-player games on finite graphs with the winning condition specified by a linear temporal logic (Ltl) formula, is known to be 2Exptime-complete. In this paper, we identify Ltl fragments of lower complexity. Solving Ltl games typically involves a doubly exponential translation from Ltl formulas to *deterministic* ω-automata. First, we show that the *longest distance* (length of the longest simple path) of the generator is also an important parameter, by giving ...

Keywords: Automata, Games, Temporal Logic

6 Special system-oriented section: the best of SIGMOD '94: QuickStore: a high performance mapped object store

Seth J. White, David J. DeWitt

October 1995 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 4 Issue 4

Full text available: pdf(2.58 MB) Additional Information: full citation, abstract, references, citings

QuickStore is a memory-mapped storage system for persistent C++, built on top of the EXODUS Storage Manager. QuickStore provides fast access to in-memory objects by allowing application programs to access objects via normal virtual memory pointers. This article presents the results of a detailed performance study using the OO7 benchmark. The study compares the performance of QuickStore with the latest implementation of the E programming language. The QuickStore and E systems exemplify the two ba ...

Keywords: benchmark, client-server, memory-mapped, object-oriented, performance, pointer swizzling

7 QuickStore: a high performance mapped object store
Seth J. White, David J. DeWitt
May 1994 **ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data**, Volume 23 Issue 2
Full text available: pdf(1.73 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents, QuickStore, a memory-mapped storage system for persistent C++ built on top of the EXODUS Storage Manager. QuickStore provides fast access to in-memory objects by allowing application programs to access objects via normal virtual memory pointers. The paper also presents the results of a detailed performance study using the OO7 benchmark. The study compares the performance of QuickStore with the latest implementation of the E programming language. These systems exemplify ...

8 RICE: Rapid interconnect circuit evaluator
Curtis L. Ratzlaff, Nanda Gopal, Lawrence T. Pillage
June 1991 **Proceedings of the 28th conference on ACM/IEEE design automation**
Full text available: pdf(752.70 KB) Additional Information: full citation, references, citings, index terms

9 Interactive texture mapping
Jérôme Maillot, Hussein Yahia, Anne Verroust
September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(407.26 KB) Additional Information: full citation, references, citings, index terms

Keywords: interaction, realistic rendering, texture map distortion, texture mapping

10 Parallelizing OODBMS traversals: a performance evaluation
David J. De Witt, Jeffrey F. Naughton, John C. Shafer, Shivakumar Venkataraman
January 1996 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 5 Issue 1
Full text available: pdf(151.09 KB) Additional Information: full citation, abstract, index terms

In this paper we describe the design and implementation of *ParSets*, a means of exploiting parallelism in the SHORE OODBMS. We used ParSets to parallelize the graph traversal portion of the OO7 OODBMS benchmark, and present speedup and scaleup results from parallel SHORE running these traversals on a cluster of commodity workstations connected by a standard ethernet. For some OO7 traversals, SHORE achieved excellent speedup and scaleup; for other OO7 traversals, only marginal speedup and s ...

Keywords: ParSets - Parallelism - SHORE - Object-oriented database management systems

11 Silhouette clipping
Pedro V. Sander, Xianfeng Gu, Steven J. Gortler, Hugues Hoppe, John Snyder
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(6.31 MB) Additional Information: full citation, abstract, references, citings, index terms

Approximating detailed with coarse, texture-mapped meshes results in polygonal

silhouettes. To eliminate this artifact, we introduce silhouette clipping, a framework for efficiently clipping the rendering of coarse geometry to the exact silhouette of the original model. The coarse mesh is obtained using progressive hulls, a novel representation with the nesting property required for proper clipping. We describe an improved technique for constructing texture and normal maps over this coarse ...

Keywords: level of detail algorithms, rendering algorithms, texture mapping, triangle decimation

12 Automating program analysis
Timothy Hickey, Jacques Cohen
January 1988 **Journal of the ACM (JACM)**, Volume 35 Issue 1

Full text available: pdf(2.49 MB) Additional Information: full citation, abstract, references, citings, index terms

The first part of the paper shows that previous theoretical work on the semantics of probabilistic programs (Kozen) and on the correctness of performance annotated programs (Ramshaw) can be used to automate the average-case analysis of simple programs containing assignments, conditionals, and loops. A performance compiler has been developed using this theoretical foundation. The compiler is described, and it is shown that special cases of symbolic simplifications of formulas play a major ro ...

13 The complexity of acyclic conjunctive queries
May 2001 **Journal of the ACM (JACM)**, Volume 48 Issue 3

Full text available: pdf(566.16 KB) Additional Information: full citation, references, citings, index terms, review

Keywords: CSP, LOGCFL, acyclic hypergraph, algorithm, bounded treewidth, conjunctive query, constraint, constraint satisfaction problem, database theory, degree of cyclicity, hinge, join tree, parallel algorithm, query containment, qury-idth, subsumption, tree query

14 Distance browsing in spatial databases
Gísli R. Hjaltason, Hanan Samet
June 1999 **ACM Transactions on Database Systems (TODS)**, Volume 24 Issue 2

Full text available: pdf(460.81 KB) Additional Information: full citation, abstract, references, citings, index terms

We compare two different techniques for browsing through a collection of spatial objects stored in an R-tree spatial data structure on the basis of their distances from an arbitrary spatial query object. The conventional approach is one that makes use of a k-nearest neighbor algorithm where k is known prior to the invocation of the algorithm. Thus if m < k neighbors are needed, the k-nearest neighbor alg ...

Keywords: R-trees, distance browsing, hiearchical spatial data structures, nearest neighbors, ranking

15 Structured hypertext with domain semantics
Weigang Wang, Roy Rada
October 1998 **ACM Transactions on Information Systems (TOIS)**, Volume 16 Issue 4

Full text available: pdf(593.99 KB) Additional Information: full citation, abstract, references, citings, index terms

One important facet of current hypertext research involves using knowledge-based techniques to develop and maintain document structures. A semantic net is one such technique. However, most semantic-net-based hypertext systems leave the linking consistency of the net to individual users. Users without guidance may accidentally introduce structural and relational inconsistencies in the semantic nets. The relational inconsistency hinders the creation of domain information models. The structura ...

Keywords: graph theory, hypertext models, hypertext structures

16 Natural semantics as a static program analysis framework

Sabine Glesner, Wolf Zimmermann

May 2004 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 26 Issue 3

Full text available: pdf(649.73 KB) Additional Information: full citation, abstract, references, index terms

Natural semantics specifications have become mainstream in the formal specification of programming language semantics during the last 10 years. In this article, we set up sorted natural semantics as a specification framework which is able to express static semantic information of programming languages declaratively in a uniform way and allows one at the same time to generate corresponding analyses. Such static semantic information comprises context-sensitive properties which are checked in the s ...

Keywords: Natural semantics, compiler generators, constraint solving, fixed-point program analyses, semantic analysis, static program analysis

17 Multi-pass pipeline rendering: realism for dynamic environments

Paul J. Diefenbach, Norman I. Badler

April 1997 **Proceedings of the 1997 symposium on Interactive 3D graphics**

Full text available: pdf(1.38 MB) Additional Information: full citation, references, citings, index terms

18 On accessing object-oriented databases: expressive power, complexity, and restrictions

Richard Hull, Jianwen Su

June 1989 **ACM SIGMOD Record , Proceedings of the 1989 ACM SIGMOD international conference on Management of data**, Volume 18 Issue 2

Full text available: pdf(1.43 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A formal framework for studying the expressive power and complexity of OODB queries is developed. Three approaches to modeling sets are articulated and compared. The class of regular OODB schemas supports the explicit representation of set-valued types. Using an object-based semantics for sets, the regular schemas correspond to most implemented OODB systems in the literature; a value-based semantics for sets is also introduced. Without rest ...

19 Parallelism in processing queries on complex objects

T. Harder, H. Schoning, A. Sikeler

January 2000 **Proceedings of the first international symposium on Databases in parallel and distributed systems**

Full text available: pdf(1.60 MB) Additional Information: full citation, abstract, references, citings, index terms

Complex objects to support non-standard database applications require the use of

substantial computing resources because their powerful operations and their related integrity constraints must be performed and maintained in an interactive environment. Since the exploitation of parallelism within such operations seems to be promising, we investigate the principal approaches for processing a query on complex objects (molecules) in parallel. A number of arguments favor methods based on inter-mo ...

20 Traversals of object structures: Specification and Efficient Implementation

Karl Lieberherr, Boaz Patt-Shamir, Doug Orleans

March 2004 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 26 Issue 2

Full text available: pdf(333.93 KB) Additional Information: full citation, abstract, references, index terms, review

Separation of concerns and loose coupling of concerns are important issues in software enginnering. In this paper we show how to separate traversal-related concerns from other concerns, how to loosely couple traversal-related concerns to the structural concern, and how to efficiently implement traversal-related concerns. The stress is on the detailed description of our algorithms and the traversal specifications they operate on.Traversal of object structures is a ubiquitous routine in most types ...

Keywords: Aspect-oriented programming, Low of Demeter, adaptive programming, class graphs, object graphs, strategy graphs, structure-shy software